

# Mazmazam

INSTRUCTION BOOKLET



***SUPER NINTENDO***<sup>TM</sup>  
ENTERTAINMENT SYSTEM

**NTSC VERSION**

Please read this instruction booklet thoroughly to ensure proper handling of the game.  
Please save this booklet for future reference.

MazezaM ©2012 Alekmaul.



Information about this game and others on  
<http://www.portabledev.com>

MazezaM game concept and levels by  
Malcolm Tyrrell  
(<http://webpages.dcu.ie/~tyrrelma/MazezaM/#MAZEZAM>).  
3 levels from Kian Vincent  
(<http://www.glassfractal.com/games/MazezaM/>).



THIS SEAL IS THE ASSURANCE THAT THIS  
HOMEBREW IS FROM PORTABLEDEV AND  
MADE WITH PVSNESLIB. JUST CHECK  
<http://www.portabledev.com/pages/snes/pvsneslib.php> FOR CURRENT VERSION OF  
PVSNESLIB.

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## MazEZAM

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# STORY

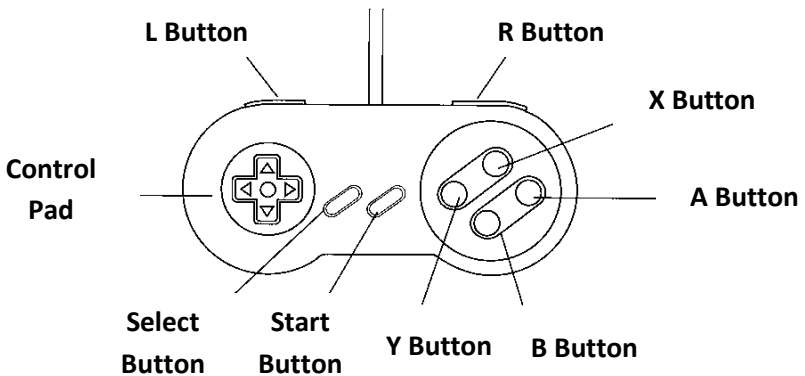
MazezaM Challenge (pronounced "may-zam") is a simple puzzle game based on MazezaM from Malcolm Tyrrell.

You will have to go through 33 levels of mazes.

You enter the maze on the left and you have to get to the exit on the right by pushing rows of blocks left and right.

If you get stuck you can retry the current level, but this will cost you a life.

# USE OF CONTROLLER



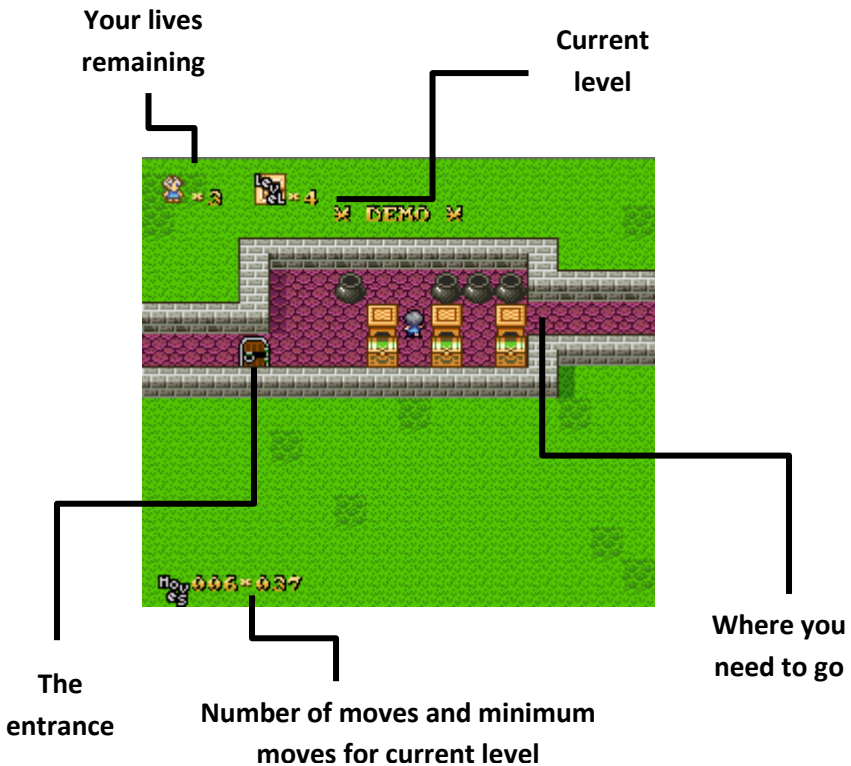
**Control Pad** : Movements

**SELECT button** : Retry level but loose a life

**START button** : Start game and pause

**Note** : The X, Y , B, A, L and R buttons are not used in this game.

# SCREEN DISPLAY



# PASSWORDS

Level 01 : _____	Level 02 : _____
Level 03 : _____	Level 04 : _____
Level 05 : _____	Level 06 : _____
Level 07 : _____	Level 08 : _____
Level 09 : _____	Level 10 : _____
Level 11 : _____	Level 12 : _____
Level 13 : _____	Level 14 : _____
Level 15 : _____	Level 16 : _____
Level 17 : _____	Level 18 : _____
Level 19 : _____	Level 20 : _____
Level 21 : _____	Level 22 : _____
Level 23 : _____	Level 24 : _____
Level 25 : _____	Level 26 : _____
Level 27 : _____	Level 28 : _____
Level 29 : _____	Level 30 : _____
Level 31 : _____	Level 32 : _____
Level 33 : _____	

Developed by  
Alekmaul

